Abstract

A sound interval and a sound volume are extracted from the voice of a player inputted through a microphone, to grip changes in the sound interval and the sound volume in words. The difference between these data and reference data recorded in reference voice data 203 is calculated, and the inputted words are evaluated on the basis of the difference. With respect to a character as an operating object of the player, the contents of an operation of the character are determined by the evaluation, and the character reacts in real time. Thus, a game is realized in which the character makes real-time reactions to voice inputs from the player.